

Bingo Thinking

- Develops: relationships, self-knowledge, questioning, speaking & listening
- Use as: getting to know each other activity

How

The game of Bingo relies on matching numbers called out randomly with those printed on a sheet of paper. When all numbers that appear on the sheet have been called out – BINGO! But instead of numbers, we can slightly alter and adapt the game to develop thinking skills whilst helping pupils to get to know each other.

PREPARATION:

1. Make enough copies of the Bingo sheet below – one for each pupil

ACTIVITY:

2. Select one or two of the prompts from the Bingo sheet and ask who's done each one
3. Explain the challenge – to find a different person in the class for each of the prompts
4. Set a time limit and take part yourself. Talk to people and record their names next to the "Who:" in each box if they've done the thing in the box
5. If anyone completes the Bingo sheet, they call out "Bingo" and win 20 seconds extra playtime. Or 15 seconds.
6. Remember – only one prompt per person

DEBRIEF:

7. When the time's up, find out how many names each person has collected
8. Discuss which knowledge, skills and personal characteristics were needed to carry out the activity successfully
9. Discuss how the activity could be used again in different ways – maybe making it subject specific or linked to revision

Extension for older / experienced thinkers

- Abstract/curious prompts; self-generated prompts; find a set number of people for each pr.
- Do it in silence; use visual prompts; find something that everyone/no-one has done

Support for younger / emergent thinkers

- Match different numbers, letters, shapes, animals etc. e.g. "We both have a square"
- Match different features personal, e.g. "We both have brown hair"

Possible Bingo Themes

- **Maths:** Numbers of all types
- **Language:** Words of all types, authors, plays, poems
- **Science:** Materials, scientists, processes, forces
- **Geography:** Places, natural features, transport
- **History:** Dates, characters, battles, events
- **Music:** Songs, composers, instruments
- **Art:** Artists, works of art, colours, media
- **PE:** Sports, sports stars, equipment
- **RE:** Holy books, holy places, wise words
- **IT:** Applications, ICT equipment, websites
- **DT:** Tools, materials, machines
- **L2L:** Learning preferences, MI strengths
- **MfL:** Idioms, places, foods
- **Outdoor Learning:** Places, natural features, outdoor equipment
- **Student Voice:** Opinions, good ideas, types of support
- **Parent Voice:** Problems, praise, ideas
- **Business Voice:** Customer features, office skills, product features

Notes & Ideas

Has solved a difficult problem for themselves Who:	Has asked a question that no-one could answer Who:	Has created something useful to someone else Who:
Has argued with someone and then made up Who:	Has laughed so much that their stomach hurt Who:	Has given up when trying to do something or learn something Who:
Has persevered when life/learning was very difficult Who:	Has judged someone or something correctly Who:	Has misjudged someone or something Who:
Has taught something to someone older Who:	Has taught something to someone younger Who:	Has had a great idea while in the bath or in the shower Who:
Has had a great idea while walking down the street Who:	Has thought about the meaning of life Who:	Has daydreamed or doodled while learning Who:



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